

一年生と二年生 1st and 2nd Year Simple Greetings (First Lesson)

Activity	Students	ALT	HRT	Notes
Greeting	Good morning I'm fine	Good morning How are you?	Good morning	
Intro. Simple Greetings (10 mins)	Listen and repeat	Speak to HRT	Listen and repeat to ALT	Have students repeat after role play
Karuta (7 mins)	Lunch groups	Calls phrase	Chooses winner	7 choices
Greeting practice (10 mins)	Students exchange greetings and goodbyes	Give each child a card Participate	Participate	Same as introduction above
Race Game (15 mins)	Line up in two teams	Call out greeting	Determine winner	Winner gets a point
Goodbye	Goodbye. See you.	Goodbye, See you next time.	Goodbye.	

Simple Greetings: Good morning...afternoon, evening, night, hello, goodbye, see you later.

Race Game: Draw two sets of pictures on the board. Divide class into two teams. Line up students into two lines. Call out greeting. First student to underline proper greeting gets team a point

1st and 2nd Grade (2nd Lesson): Colours

Activity	Students	ALT	HRT	Notes
Greeting	Good morning. I'm fine.	Good morning. How are you?	Good morning	
Review Simple Greetings (5 mins)	Sitting	Review good morning, etc...	Say greetings out loud	
Intro. Colours (10 mins)	Sitting, repeating	Ask HRT "What color is this?" Repeat	Respond	Use Karuta card colours
Colour Karuta (10 mins)	Lunch groups	Call colours	Solve problems	
Asking ?s (10 mins)	Sitting	ALT asks "What colour is this?" to individuals.	HRT asks too.	Make kids say "This is ____."
Play 'Red light, Green light!' (10 mins)	Clear floor/Move rooms	Call Red light/Green light.	Can call too.	Get permission first
Goodbye	Goodbye	Bye Bye. See you next time.		

Colour Karuta: Students sit in groups of 4 to 5. Slap card of colour called.

Red Light/Green Light: Need empty space. All students start at baseline. ALT faces away and calls 'Green Light!'. ALT then calls 'Red Light!' and turns around. If ALT sees anyone still moving, that student is sent back to the baseline. First student to touch ALT wins.

1st and 2nd Year Self-Introductions (3rd Lesson)

Activity	Students	ALT	HRT	Notes
Greeting	Good morning. I'm fine.	Good morning. How are you?	Good morning	
Review Colors (5mins)	Sitting	Draw colours on board	Have students say colour	
Intro. New "My name is" (10 mins)	Sitting	Role Play "My name is ____."	Role Play "Nice to ____."	HRT must participate. Do with kids too
Name Tags (10 mins)	Working at desks	Write student names on cardboard.	Help in name writing	Use Romaji!!
Intro. "Nice to meet you." (10 mins)	Sitting with new name tags around necks	Role Play "My name...meet you."	Respond with a repeated greeting.	Do with kids too.
Hand Shakes!!	Standing and circulating	Supervising and participate	Supervising and participate	Do until end of class.
Goodbye	Goodbye	Bye Bye. See you next time.		

Name Tags: Need cardboard and string. One for every student. Precut and hole punched. Line students up and write their English name on a card. Then tell them to decorate the card. After, read everyone's name aloud.

Handshakes: Perform full greeting "Hello, My name is _____. /I'm _____, Nice to meet you." Then each person performs a handshake using right hand and keeping eye contact. Loud voices please!

1st and 2nd Year Simple Commands and Numbers (4th Lesson)

Activity	Students	ALT	HRT	Notes
Greeting	Good morning. I'm fine.	Good morning. How are you?	Good morning	
Review My Name (5 mins)	Sitting	Say to HRT 'My name ...meet you'	Take part in role play	Ask students as well.
Intro. New Simple Commands (10 mins)	Following orders	Have students follow orders repeatedly	Follow along.	Treat like a game.
Simon Says Game (10 mins)	All standing to start.	Call out directions	Play along	Same Activity as before with eliminations
Intro. Numbers (10 mins)	Sitting and speaking numbers	Write and speak numbers 1 to 12	Speak numbers aloud	Use 12 to help with months and time
Number Karuta (10 mins)	Lunch Groups	Call numbers	Problem solves	
Goodbye	Goodbye	Bye Bye. See you next time.		

Simple Commands: Stand up, Sit Down, Come Here, Speak Out Loud, Listen, Jump, Stop

Simon Says Game: All students must follow real orders given by ALT. Orders must start with 'Simon Says' to be real. ALT sometimes says orders that are not real. Students who follow those orders are out. Students who don't follow real orders are also out. Play until last student standing.

1st and 2nd Year Review Class (5th Lesson)

Activity	Students	ALT	HRT	Notes
Greeting	Good morning I'm fine.	Good morning How are you?	Good morning	
Simple Greetings (5 mins)	Sitting and speaking	Speak and repeat greetings	Repeat greetings	
Colours (5 min)	Playing game	Put Colour sheets on board	Organize Teams	Race Game
Self-Intro (10 mins)	Sitting	"My name is" and "Nice to meet you"	Play too	
Simple Commands (10 min)	Playing Game	Use same commands as "Simple Simon"	Explain in Japanese initially	Game is "My name is", then command.
Numbers and Time (10 mins)	Sitting	Do numbers and time by hours		
Goodbye	Goodbye	Good bye See you later	Goodbye	

Colour Race Game: Execute same style game as simple command race game.

Self-Intro/Command Game: Have pairs of students introduce themselves then command their partner to do something silly. Example: Hi, my name is Tomoko. Nice to meet you. Jump! Partner must jump up and down. Then it is the partners turn.

1st and 2nd Year Fruits and “I Like ____.” (6th Lesson)

Activity	Students	ALT	HRT	Notes
Greeting				
Review Simple Commands (5 min)	Sitting, following orders	Give directions	Help Out	
Intro. New Fruits (10 min)	Sitting and Repeating	Show pictures and speak fruit names	Also speak name	Use ten fruits. Some with same Jap. name
Fruit Basket (10 mins)	Sitting in chairs in a circle	Assign fruit names and participate	Participate on alternating basis with ALT	
Intro. New “I like ____.” (10 mins)	Sitting	Explain what ‘I like’ means and how to use	Help with explanation	
Janken Card Game (10 min)	Walking around	Playing game with kids	Playing game with kids	Small prize as a motivator
Goodbye				

Fruit Basket Game: All students sit in a circle, in chairs. Make sure there is one less chair than children. Assign each student a fruit name. Have one student stand in center of the circle. That student says one of the fruit names. Those students and the one standing in the center have to get up and move to a new seat. Whoever doesn't make it to a new seat is the new center. Students have to move at least two seats away from their original spot. Center student can call ‘Fruit Basket’ and all students have to find a new seat. Once every 5 turns only!

Janken Card Game: Every student is given two fruit cards. Two students Janken. Winner says “I like ____.” (fruit name). Should the loser have that card in his/her possession he/she must relinquish it to the winner. Game winner has the most cards at the end of the game. Students can get more cards from the ALT.

1st and 2nd Year “How Old Are You?” (Lesson 7)

Activity	Students	ALT	HRT	Notes
Greeting	Good morning. I'm fine.	Good morning. How are you?	Good morning	
Review Numbers to 10 (5 min)	Sitting	Write numbers on the board		
Intro New: How old are you? (10 min)	Sitting	Explain what question means. Ask students	Help out explanation.	
Play secret age game (15 min)	Circulating	Explain game and then monitor players	Explain game then monitor players	Only use ages from 1 to 10
Intro. New 'My birthday is ___' (10 min)	Sitting	Explain meaning and proper response	Months and dates are unknown by students	Let them answer months and day in Japanese.
Ask Questions (5 min)	Sitting	Ask individual students when birthday is		
Goodbye	Goodbye	Bye Bye. See you next time.		

Secret Age Game: Give each student a worksheet and a secret age. Have students circulate around the class concealing their secret age from others. Students janken. Winner asks ‘How old are you?’ Loser replies “I’m ___ years old”. The winner writes the age and name of loser in one of the spaces. At the end of the game most ages and names captured wins. As an added bonus, you can find out which students are which secret age by asking the class. Have students continue to conceal their ages. Until someone identifies them.

1st and 2nd Year Body Parts (8th Lesson)

Activity	Students	ALT	HRT	Notes
Greeting	Good morning I'm fine.	Good morning How are you?	Good morning	
Review (5 min)	Sitting	Review directions		
Intro New (10 min)	Sitting and standing	Talk about body parts	Can relay meaning in Jap.	
Sing Song (10 min)	Standing and signing	Sing Head, shoulders, knees and toes	Sing along with kids	
Blindfolded Drawing (5 min)	Sitting	Blindfolded	Giving ALT directions where to draw	Use head only and whole body variants
Drawing continued (end class)	In Pairs drawing heads and bodies	Circulating and helping out	Help explain directions	Have lots of blindfolds
Goodbye	Goodbye	Good bye See you later	Goodbye	

Sing song: Sing head, shoulders, knees and toes. Get kids to sing along as they understand.

Blindfolded Drawing: Blindfold yourself. Have HRT give you directions to try and draw a face on the board. Use English for the body parts, Japanese can follow for the directions. Be clear in telling the kids that once the blindfold is on, it does not come off until picture is done. Let the kids form pairs, distribute blindfolds and have them repeat the activity.

1st and 2nd Year Sports Names (Lesson 9)

Activity	Students	ALT	HRT	Notes
Greeting	Good morning I'm fine.	Good morning How are you?	Good morning	
Skip review	Review	was	Last	Week
Intro. New (10 min)	Sitting	Introduce the sports cards. Say names.		They should know a few as they are katakana words
Karuta (10 min)	In groups	Call sport names	Problem solve	
Review Time (10 min)	Sitting	Review time phrases and add 'thirty'		Review #s, o'clock, minute, hour
Play Mr. Wolf (10 min)	Running	Mr. Wolf		This never gets old.
Goodbye	Goodbye	Good bye See you later	Goodbye	

Karuta: You know it already

Mr. Wolf: I should hope you know it already. "What time is it Mr. Wolf?" "10 o'clock" Repeat. "Lunchtime." Chase.

1st and 2nd Year Emotions (Lesson 10)

Activity	Students	ALT	HRT	Notes
Greeting	Good morning I'm fine.	Good morning How are you?	Good morning	
Review (5 min)	Sitting	Review sports		Mime sports
Intro. New (10 min)	Sitting	Show Cards to students	Tell meaning in Japanese	Use Easy ones first, then move to harder
Play Happy, Happy, Sad (10 min)	Sitting on floor in a circle	Sitting on floor in game	Can play too	
Intro. New (5 mins)	Sitting somewhere	Tell about "How are you?"		Make tie in to everyday, in class hello
Play emotion Bingo (10 min)	Mingling	Play role of student	Play role of student	Get as many bingos as poss.
Goodbye	Goodbye	Good bye See you later	Goodbye	

Happy, Happy, Sad: This is essentially an emotion version of Duck, Duck, Goose. Have the kids sit in a circle. One kid walks around the outside of the circle tapping each kid on the head and saying (in this case) happy, happy, happy, happy.... When the kid eventually taps someone on the head and says SAD! The sitting kid must stand up, run around the outside of the circle and return to his seat before the standing kid can do the same. Kids must run in the opposite direction. **Note:** Sitting kid never wins so everybody gets a turn. Change emotions when kids have mastered saying each new emotion.

Emotion Bingo: Create a blank bingo card 3X3. Give one to each kid. Kids walk around room trying to find a partner. Janken. Winner asks "How are you?". Loser must say "I'm _____.", then fill in blank space with corresponding face and signature. The idea is to get as many spaces filled as possible and to have as many three in a row as possible. (Not three in a row of the same kind, that is too hard.)

1st and 2nd Year Colours and Animals (Lesson 11)

Activity	Students	ALT	HRT	Notes
Greeting	Good morning I'm fine.	Good morning How are you?	Good morning	
Review(5 min)	Sitting	Ask Class 'How are you?', use emotions	Participate	'I'm fine' is not good, must say emotion
Review Colours(5min)	Sitting	Show flash cards about colours	Participate	Quickly.
Intro. New (10 mins)	Sitting	Show Animal cards. Repeat.		Have kids say 'This is a _____',
Play Karuta (10 min)	In lunch groups	Call animals	Problem solve	Winner of 1 st game calls 2 nd
Intro. New (5 min)	In lunch groups	Ask kids to identify colour and animal		...This is a yellow cat...
Play River Cross (10 min)	In two teams	Supervise the play	Keep the peace and score keep	
Goodbye	Goodbye	Good bye See you later	Goodbye	

Karuta: As a variation ask kids to place hands on or in other parts of their bodies than their heads. Some examples I used were **behind** your back; **in** your pockets; **under** your bum; **over** your eyes/ears. The kids really start to understand the words on the second and third times playing. Have the winner of the first game call the second game. The students really listen to their little friends speaking English.

River Cross: Split class into two teams. Place animal cards face down on the ground (colour side up) in a line stretching from one side of the class to the other. Have a student from each team, walk the line while saying the colours out loud. When players meet have them Janken. Loser asks 'What is this?' Winner must flip over card and correctly identify colour and animal. If correct, may continue on. Wrong, loser continues. Points go the team that has the correct answer. Maximum two times winning before student must change.

1st and 2nd Year “How Old Are You?” (Lesson 12)

Activity	Students	ALT	HRT	Notes
Greeting	Good morning I'm fine.	Good morning How are you?	Good morning	
Review (5min)	Sitting	Show animal flashcards		Ask for proper sentence forms
Intro. New (10 min)	Sitting	Explain How old are you?	Help with the explanation	
Ask the Class (5min)	Sitting	Ask every student how old they are		Good answers only or its no good
Play Mystery Ages (20 min)	Mingling	Play as well and help out.	Play along.	Make it last as long as need be
Reveal Ages (5 min)	Sitting	Ask students.		
Goodbye	Goodbye	Good bye See you later	Goodbye	

Mystery Ages: Make a worksheet that has a number of faces and a space for a signature below each face. The website www.genkienglish.com has a great “How old are you” worksheet that suits this activity well. Also, make a small, secret-age sheet of paper for each student in the class stating a random age that might correspond to a face position on the worksheet. Write names in Romaji.

Procedure:

1. When the students are ready, hand out a worksheet to each student and a small sheet of paper which the students are to keep secret.
2. The students stand, mingle, and pair off. The pairs Janken. The winner asks the loser ‘How old are you?’ The loser consults his/her secret age sheet and responds appropriately. The loser then signs the winner’s worksheet in the location that corresponds with his/her secret age. Find a new pair. Repeat.
3. Continue the game until activity slows down or the students each have several signatures.
4. Reseat the students and have them continue to keep their ages a secret. Ask ‘Who is ____ years old?’ Have the students consult their worksheets, raise their hands, and answer the question properly: ‘Hiroaki-kun is ____ years old.’ Then ask Hiroaki if he is indeed that age. Much cheering to ensue.

1st and 2nd Year Clothing (Lesson 13)

Activity	Students	ALT	HRT	Notes
Greeting	Good morning I'm fine.	Good morning How are you?	Good morning	
Review (5min)	Sitting	Ask Class 'How old are you?'		Make sure they can still answer
Intro. New (10 min)	Sitting	Place Clothing cut-outs on board	Help with problems	Use common clothes for young kids
Play 'Who's wearing what?' (10 min)	Standing as need arises	Asks 'Who is wearing a ___?'		Start slow, go faster and faster
Intro. New Reading (10 mins)	Sitting	Add written words below clothes	Help with enunciation	Is word recognition game
Play 'Match up' (10 min)	In two or three groups	Mix up words and pictures	Explain rules of game	Time the teams
Goodbye	Goodbye	Good bye See you later	Goodbye	

Who's Wearing What?: This game is a really easy way to practice listening. Simply ask 'Who is wearing a _____.' The students who are wearing that item must stand up. Those who are slow are corrected and made to stand up. To make it more difficult or competitive you can add colours or disqualifications respectively. Speed up the game as it progresses and the kids will really enjoy jumping up and down in their seats.

Match Game: Need a stopwatch. This is a timed game between several groups of students 'challenge' style. Mix up the clothes on the board and have a whole group of students try to match the written names to the correct clothes. The fastest team wins. Don't worry about huge discrepancies in ability, all the kids get their nose in there and make it a very fun game.

1st and 2nd Year Transportation (Lesson 14)

Activity	Students	ALT	HRT	Notes
Greeting	Good morning I'm fine.	Good morning How are you?	Good morning	
Review (5 min)	Sitting	Ask different clothes		Add a new one if you'd like
Intro. New (10 min)	Sitting	Put vehicle sheets on the board	Speak out loud	Use 7-10 vehicles (some easy/hard)
Play 'Hammer Game' (10 mins)	Standing in cleared space. Two teams	Call out vehicle names		Advanced students can call game
Intro. New (10 min)	Sitting	Discuss 'faster' and 'slower'	Help with explanation.	Also 'bigger' and 'smaller'
Asking Questions (10 mins)	Sitting	Ask questions below.	Help students understand and respond	
Goodbye	Goodbye	Good bye See you later	Goodbye	

Hammer Game: Divide class into two teams and clear the room. Give a hammer to each team. Call out one of the vehicles on the board. First student to correctly run to the board and hit the sheet earns team a point. Super genki game.

Asking Questions: I thought this might be too hard, but it was great. Choose two of the vehicles on the board. Ask student which one is ____? (insert bigger, smaller, faster, slower here) Have them answer back in the format: The car is faster. Ask everyone in the class. Maybe twice.